

SPIDER-MAN™



EmuMovies

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER

ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

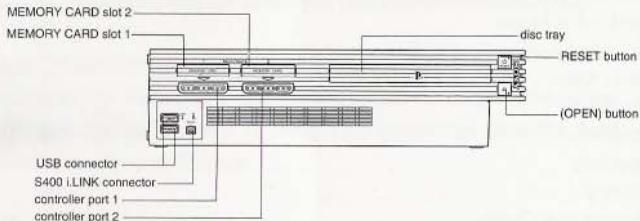
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Starting Up	3
Birth of a Hero...	4
Do Whatever a Spider Can	5
Main Menu	11
Training	12
Options	14
Specials	15
Gallery	16
Playing the Game	17
General Game Play Tips	20
Pause Menu	21
Credits	23
Customer Support	27

GETTING STARTED



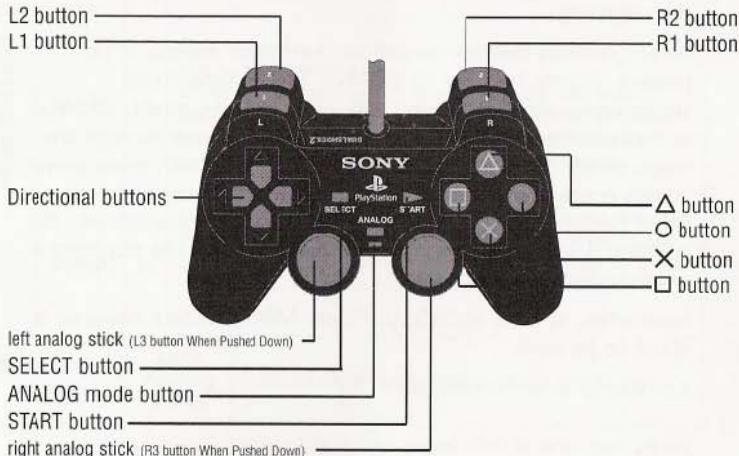
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Spider-Man™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Spider-Man™ requires a memory card to save your games. A saved game's data takes up 80KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLER SETTINGS

You can change the control method and button configuration by selecting CONTROLLER CONFIG from the Options menu [See page 14]. The explanations in this manual are based on the default settings.

The vibration function can be turned ON or OFF by selecting VIBRATION in Controller Options from the Options menu [See page 14] regardless of whether the mode indicator on the controller is ON or OFF.

BIRTH OF A HERO...

Orphaned at a young age, Peter Parker lives in Queens, New York with his beloved Aunt May and Uncle Ben. Peter leads the life of a good-hearted, yet solitary, teenager making his way through high school.

On a school trip to a research institute, Peter Parker's class is given a demonstration of genetic research conducted on spiders. Peter is bitten by one of the genetically altered spiders. The next morning, Peter discovers that suddenly his vision is perfect and his previously scrawny body has become muscular—he now has incredible strength, and his hands mysteriously adhere like glue to everything.

Peter gradually teaches himself to gain better control of his powers. Initially, he uses his ESP-like "Spider-Sense" and superhuman strength, speed and agility to make money in order to impress the lovely Mary Jane. However it is only through the tragic death of his uncle that Peter learns that "with great power comes great responsibility." It is these words that transform Peter Parker from a teenager with extraordinary powers into the amazing Spider-Man, a super-hero out to protect the city from a never-ending supply of perils.

Meanwhile, in a lab at OsCorp, Spider-Man's ultimate nemesis is about to be born...

Are you up to the challenge?

DO WHATEVER A SPIDER CAN

CLASSIC CONTROLS

Classic Controls		Notes
Main Buttons	Punch/ Action <input type="checkbox"/>	Press to perform a single punch. Press to activate switches or to pick up a civilian who is in danger.
	Kick <input checked="" type="radio"/>	Press to perform a single kick.
	Web <input type="triangle"/>	On the Ground: Hold down the Δ button to tie up an enemy with webbing. In the Air: Press the Δ button for a quick web attack. Note: When in Camera Lock Mode, the green arrows indicate that you will hit with this attack, while the red arrows indicate that there is a chance of missing.
	Jump <input type="x"/>	Press to jump. Press again to perform a double jump flip. While web-swinging, press to break your web swing and quickly realign yourself in a new direction. Press to break your zip-line. Press to release from the surface you are crawling on.
Movement Stick	Left Analog Stick	Push a little to walk or push all the way to run.
Web Weapons	$\Delta + \leftarrow$ on Left Analog Stick	Press this button combination to wrap your hands in webbing (at the cost of web fluid), increasing the damage your punches do.
	$\Delta + \rightarrow$ on Left Analog Stick	Press this button combination to create a web dome (at the cost of web fluid). This web dome protects you from many forms of damage and knocks common enemies back when shattered. You can actively shatter the web dome by pressing the \times button.
	$\Delta + \uparrow$ on Left Analog Stick	Press this button combination to shoot a shot of impact webbing (at the cost of web fluid). Note: This shot is most effective against unsuspecting or charging targets.
	$\Delta + \downarrow$ on Left Analog Stick	Press this button combination to yank your targets toward you using your web-line (at the cost of web fluid). After you become comfortable with this maneuver, try yanking enemies in different directions.

Classic Controls		Notes
Web Swing	R2 Button	Press to start web-swinging. Hold down to activate the accelerated swing mode. Please note that you will be less maneuverable when swinging in the accelerated mode.
Zip-Line	R1 Button	Press to vertically zip-line. Press the R1 button while pushing the Movement Stick in a direction to execute a directional zip-line. In Look Around Mode, pressing the R1 button will zip-line you to the green cursor spot. While on the side of a building, pressing the Movement Stick and the R1 button will zip-line you in that direction.
Look Around Mode	R3 Button	Press the R3 button to toggle Look Around Mode; in this mode, use the Right Analog Stick to move the camera.
Camera Lock Mode	L1 Button	Press the L1 button to engage Camera Lock. Move the Right Analog Stick left or right to cycle through available targets. Press the L1 button again to disengage Camera Lock.
Rotate Camera	↔ (Right Analog Stick)	Move the Right Analog Stick left or right to rotate the camera when not in Camera Lock Mode.
Re-Center Camera	↓ on Right Analog Stick or L2 Button	Tap down on the Right Analog Stick or press the L2 button to recenter the camera behind Spider-Man.
Yo-Yo Spidey	△ + R1 Button	Press the △ button and immediately follow by pressing the R1 button to suspend yourself from a web-line. You can then move up and down with the Left Analog Stick.
Riding Enemies	X	Jump, then hold the X button until you land on the enemy's head. Then release the X button. After that you can punch, body slam (using the kick button), or jump off again.
Force Crawl	L3 Button	Depress and briefly hold down the L3 button while standing still to engage Force Crawl. Press again to exit Force Crawl Mode.
Pause	START	Press START to toggle the Pause Menu.

Classic Controls		Notes
Directional Attacks	Directional Buttons + Punch/ Kick	Hold the directional buttons in a direction and hit an attack button (punch or kick) to do an attack in that direction. Note: The direction is relative to Spidey.
Dodging	Directional Buttons + Jump	Hold the directional buttons in a direction and hit the jump button to dodge in that direction. Note: The direction is relative to Spidey.
Zip-Line Attack	Press △ While Zip-lining	Pressing the △ button while zip-lining will turn your zip-line into an attack (at the cost of web fluid).

ENHANCED CONTROLS

Enhanced Controls		Notes
Main Buttons	Punch/ Action	<input type="checkbox"/> Press to perform a single punch. Press to activate switches or to pick up a civilian who is in danger.
	Kick	<input checked="" type="radio"/> Press to perform a single kick.
	Web	On the Ground: Hold down the Δ button to tie up an enemy with webbing. In the Air: Press the Δ button for a quick web attack. Note: When in Camera Lock Mode, the green arrows indicate that you will hit with this attack, while the red arrows indicate that there is a chance of missing.
	Jump	<input checked="" type="checkbox"/> Press to jump. Press again to perform a double jump flip. While web-swinging, press to break your web swing and quickly realign yourself in a new direction. Press to break your zip-line. Press to release from the surface you are crawling on.

Left Analog Stick	Push a little to walk or push all the way to run.
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Web Weapons	L2 Button + □	Press this button combination to wrap your hands in webbing (at the cost of web fluid), increasing the damage your punches do.
	L2 Button + ○	Press this button combination to create a web dome (at the cost of web fluid). This web dome protects you from many forms of damage and knocks common enemies back when shattered. You can actively shatter the web dome by pressing the X button.
	L2 Button + Δ	Press this button combination to shoot a shot of impact webbing (at the cost of web fluid). Note: This shot is most effective against unsuspecting or charging targets.
	L2 Button + ×	Press this button combination to yank your targets toward you using your web-line (at the cost of web fluid). After you become comfortable with this maneuver, try yanking enemies in different directions.

Enhanced Controls		Notes
Web Swing	R2 Button	Press to start web-swinging. Hold down to activate the accelerated swing mode. Please note that you will be less maneuverable when swinging in the accelerated mode.
Zip-Line	R1 Button	Press the R1 button to vertically zip-line. Press the R1 button while pushing the Movement Stick in a direction to execute a directional zip-line. In Look Around Mode, Pressing the R1 button will zip-line you to the green cursor spot. While on the side of a building, pressing the Movement Stick and the R1 button will zip-line you in that direction.
Look Around Mode	R3 Button	Press the R3 button to toggle Look Around Mode; in this mode, use the Right Analog Stick to move the camera.
Camera Lock Mode	L1 Button	Press the L1 button to engage Camera Lock. Move the Right Analog Stick left or right to cycle through available targets. Press the L1 button again to disengage Camera Lock.
Rotate Camera	↔ (Right Analog Stick)	Move the Right Analog Stick left and right to rotate the camera when not in Camera Lock Mode.
Re-Center Camera	↓ on Right Analog Stick	Tap down on the Right Analog Stick to recenter the camera behind Spider-Man.
Yo-Yo Spidey	L2 Button + R1 Button	Press the L2 and the R1 buttons simultaneously to suspend yourself from a web-line. You can then move up and down with the Left Analog Stick.

Enhanced Controls		Notes
Riding Enemies	X	Jump, then hold the X button until you land on the enemy's head. Then release the X button. After that you can punch, body slam (using the kick button), or jump off again.
Force Crawl	L3 Button	Depress and briefly hold down the L3 button while standing still to engage Force Crawl. Press again to exit Force Crawl Mode.
Pause	START	Press START to toggle the Pause Menu.
Instant Swing Turns	L2 Button + X	While web-swinging, hold the L2 button, hold a direction on the Left Analog Stick, then press jump to instantly swing in that direction. This move allows you to maintain your velocity while changing directions.
Directional Attacks	Directional Buttons + Punch/ Kick	Hold the directional buttons in a direction and hit an attack button (punch or kick) to do an attack in that direction. Note: The direction is relative to Spidey.
Dodging	Directional Buttons + Jump	Hold the directional buttons in a direction and hit the jump button to dodge in that direction. Note: The direction is relative to Spidey.
Zip Line Attack	Press Δ While Zip-lining	Pressing the Δ button while zip-lining will turn your zip-line into an attack (at the cost of some web fluid).
Twirl Yank	L2 Button + X + (← or →) then Rotate	Hold the L2 button, press and hold the X button to begin the web yank. Then hit right or left on the Left Analog Stick depending on which direction you want to twirl them in. Then begin rotating the analog stick in the correct direction. (If you pressed right, rotate clockwise. If you pressed left, rotate counter-clockwise). Once you stop rotating (or rotate too slow), release any button, or run out of webbing, the target will be thrown, and the twirl stopped. The twirling enemy will also become a weapon, damaging anything he hits.

MAIN MENU

Choose from the following options to begin playing Spider-Man.

START

Choose this option to start a New Game or enter Training.

Note: Only Basic Training is accessible through the Start Menu, but all training levels can be accessed through the Specials Menu.



LOAD/SAVE

Choose this to Load/Save your games. Press the appropriate buttons to select the following options:

Load Game Data: To load a saved game from the MEMORY CARD in either MEMORY CARD slot. Use the left analog stick or the directional buttons up/down to select the MEMORY CARD in slot 1 or slot 2 and press the X button to proceed.

Save Game Data: To save a current game to the MEMORY CARD in either MEMORY CARD slot. Use the left analog stick or the directional buttons up/down to select the MEMORY CARD in slot 1 or slot 2 and press the X button to proceed.

When you load or save you will have to specify a slot to load or save from. Press the directional buttons left/right to choose a slot and then press the X button to accept. You can press the O button at any time to return to the Main Menu.

CONTINUE

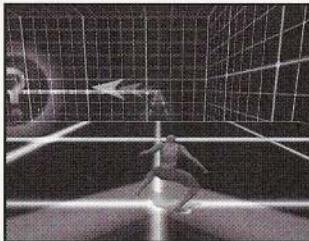
Select this option to continue your current game or one that has been loaded from a MEMORY CARD.

TRAINING

The training levels have been designed to teach you the basic fundamentals of playing as Spider-Man.

BASIC TRAINING

Follow the question marks throughout this level to get an overview of many of Spider-Man's abilities.



BASIC COMBAT

Go mano-a-mano with thugs in Bone Saw McGraw's wrestling ring. This level will teach you the basics of ground-based combat.

BASIC AIR COMBAT

It's one thing to swing around the city at your leisure. How about fighting villains such as the Green Goblin from those dizzying heights? This level will teach you the basic skills necessary to do just that. Follow your compass from target to target, attacking stationary objects along the way. How fast can you take out all the targets? (See Aerial Combat 101 on page 19 for more on basic air combat.)

TARGET SWITCHING

When in Camera Lock Mode, the right analog stick allows Spider-Man to cycle through nearby targets. When a target pops forward, use the right analog stick to cycle to that target. Shoot impact webbing to knock out the target. How many targets can you hit?

BASIC SWING TRAINING

Swing through this maze avoiding walls, floors and ceiling. Hold down the swing button in straight-aways to gain extra speed. Landing on red areas costs a five second penalty. How fast can you swing through the course?

ADVANCED SWING TRAINING

How fast can you traverse this complex maze? Remember, landing on red areas costs a five second penalty.



EXPERT SWING TRAINING

Follow the green laser and green arrows to make it through this roller coaster ride of a maze. Remember to steer Spidey higher and lower using the analog controller.

BASIC ZIP TRAINING

Use your zip-lining skills to make it through this maze.

ADVANCED ZIP TRAINING

Mastered the basics of zip training? Try to navigate your way through a more complicated course in this advanced training level.

EXPERT ZIP TRAINING

The ultimate zip-line training course. See if you can go against the clock and rise to the top of the leader board in this fiendish maze.

SWING RINGS

Large red rings are hovering all over the city. Follow your Spidey compass and swing through each ring turning it green. How fast can you swing through all the rings?

PLATFORMS

Follow the Spidey compass and jump on platforms placed throughout the city.

BIG BRAWL

Wage battle against various enemies in this vast virtual environment. Use your webs, fists, feet and cunning to stay alive.

OBSTACLE COURSE

Can you make it through an obstacle course without landing on any of the red areas? You'll need all of Spidey's web-swinging and zip-lining abilities to do it.

OPTIONS

Use this screen to modify game options. Use the directional buttons up/down and press the X button to accept. Press the O button to return to the Main Menu.



AUDIO OPTIONS

This screen allows you to change the volume of sound effects (SFX), music, voices, and movies in the game. Move the directional buttons up/down to toggle between sound effects, music, voices, and movie volume levels. Move the directional buttons left to lower the volume or right, to raise the volume of each option.

Select Audio Mode to change between mono, stereo and Dolby Surround Pro Logic II sound modes.

Press the X button to reset the audio levels to their original configuration.

CONTROLLER OPTIONS

This screen allows you to turn controller vibration on/off as well as select a Controller Configuration for the game. Use the directional buttons up/down to select from the several options. Press the X button to select a configuration or the O button to cancel back to the Options Screen.

CAMERA OPTIONS

This screen will allow you to select your camera options. Use the directional buttons up/down to highlight an option. Press X to toggle an option. Press the O button to return to the Options Menu.

Camera Mode: Choose between Active or Passive Camera Modes. In Passive Mode you will need to manually adjust your camera view by using the right analog stick.

Invert Camera Look: Turn this option On to invert the up/down directions when in Look Around Mode.

SPECIALS

VIEW CREDITS

This game didn't just make itself! See the cast and crew that brought Spider-Man to life for his latest adventure. Press the O button to return to the Specials Menu.

CHEATS

Like to open your Christmas presents early? Enter a cheat code by using the directional buttons to select letters.

Highlighting Backspace and then pressing the X button can correct errors. When you're finished inputting the code, use the directional buttons to highlight Done. Press the X button to confirm the code. The O button can be pressed at any time to exit.



TRAINING

Use this selection to access any of the training levels mentioned earlier. Press up/down on the left analog stick or the directional buttons to scroll through the levels. Press the X button to access a level or press the O Button to return to the Specials Menu.

SECRET STORE

As you finish levels in the game and accumulate bonus points, you can unlock features in the Secret Store. Alternate costumes and a special mini game are just some of the surprises that can be

accessed here. Press the left analog stick or the directional buttons up/down to scroll through the available secrets. Press left/right on the left analog stick or the directional buttons to toggle a selected feature On or Off.

LEVEL SELECT

Select which unlocked level to play in the game. Scroll through and highlight available levels by using the up/down directional buttons. Confirm your choice by pressing the X button. The O button can be pressed at any time to exit.

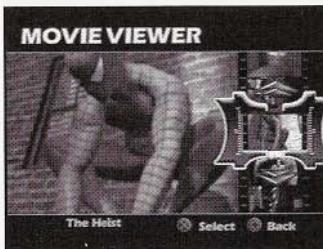
GALLERY

MOVIE VIEWER

This feature will allow you to view any of the mini-movies that have been unlocked during the course of gameplay.

Progressing through the game results in more and more mini-movies becoming available for viewing. Use the up/down directional buttons to scroll through available choices, then press the X button to select.

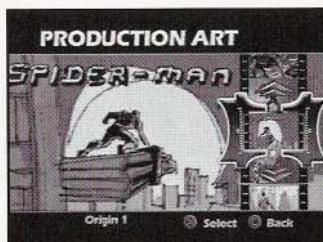
To exit the Movie Viewer at any time, simply press the O button.



PRODUCTION ART

This section allows you to view the original design art that served as the backbone, or template, for many of the movies and levels in the game. The storyboards will unlock as gameplay progresses.

You will also be able to view production photos and concept art from the motion picture in this section. These motion picture assets will periodically unlock



as gameplay progresses, so check back often to see what is available.

Use the up/down directional buttons to highlight the item to be viewed. Press the X button in order to view that item.

To exit the Production Art section at any time, simply press the O button.

PLAYING THE GAME

POWERUPS

Red Spider Icon: 50% Health

Red and Blue Spider Icon: 100% Health

Blue Spider Icon: 50% Web Fluid

Blue and Silver Spider Icon: 100% Web Fluid

Gold Spider Icon: Unlocks Attack Combos



WEB ATTACKS

As the amazing Spider-Man you will have a variety of web-based attacks at your disposal. Using these attacks will cost you some web fluid, but you can always search for blue spiders to replenish your supply. See pages 5-10 for instructions on how to execute each attack.

Capture Webbing: The classic Spider-Man action which allows you to tie up your foes. Hold down the web button to tie up enemies so they can not attack Spidey. Enemies will eventually work free of the webbing, so be sure to keep an eye out so you don't get surprised.

Web Gloves: Use this feature to spray webbing on your hands to increase the power of your punches. You can find a Gold Spider Icon which will allow you to perform this maneuver a second time to get even more power out of your punches.

Web Dome: The web dome will create a shield around Spider-Man and protect him from damage. When Spidey breaks out of this dome, enemies will be knocked back and take a little damage. You can find a Gold Spider Icon which will allow you to perform the maneuver a second time for a more powerful web dome.

Impact Webbing: This is the bread and butter web attack for our arachnid hero which fires a ball of webbing at foes. The web ball is powerful, but uses a large amount of web fluid. Because of its slow speed it may not be the weapon of choice for fast aerial opponents. When using the Enhanced Controller Configuration, find the Gold Spider Icon which will allow you to hold down the web button for a more powerful charged web ball.

Web Yank: Need to deal with an enemy who wants to stay at long range? Use your web yank to bring them up close and personal where Spidey can deal with them properly. For the more advanced users, try performing the twirl yank when using the Enhanced Controller Configuration. This will allow you to swing an enemy around on the end of your web, rodeo style, knocking other enemies down.

Web Laser: This fast web attack is just what Spidey needs to take on aerial enemies. Press the web button while swinging or jumping to quickly shoot out a damaging stream of webbing. This move uses up a good amount of web fluid, so keep an eye on your web meter.

COMBO SYSTEM

As a fledgling Spider-Man exploring his new found powers, you will learn new combo attacks as you progress through the game. Combos begin with a standard punch or kick and can involve up to three moves that are chained together to receive different results. Using a variety of combo moves will add to the style points that are awarded at the end of a level, so mix it up for maximum bonus points. Be on the look out for the Gold Spider Icons which grant Spidey new combo moves and advanced web attacks. Some will be easy to find, but others may be hidden

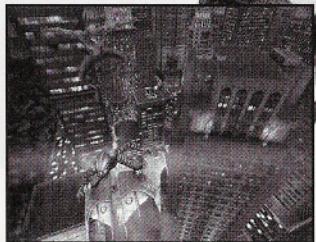
throughout the levels. Access the pause menu and select "Combat Controls" to view which combos you have unlocked and their associated button strings.

AERIAL COMBAT 101

This section is designed to get you up to speed in the basics of aerial combat.

Continuous Web-Swinging:

To begin web-swinging, simply press the R2 button. Once swinging, you're free to steer through the environment and focus on your surroundings. Remember to use your height meter and compass to locate enemies in the area.



Camera Lock: Once you have located an enemy, engage Camera Lock. Camera Lock Mode is particularly effective in aerial combat. In Camera Lock Mode, the camera will remain fixed on your target, which is helpful when maneuvering toward him.

Maneuvering: While web-swinging offers some maneuverability, the most effective way to quickly turn toward an enemy is to cut your web-line by pressing the X button (press the X button twice if you wish to double jump off your web-line), align yourself in the desired direction, and then re-engage your web-swing by pressing the R2 button. (Note: In the Easy and Normal difficulty settings, you have the ability to realign yourself to your target by pressing the L2 button while in Camera Lock Mode.)

Combat: Notice that as you approach your target in Camera Lock Mode, the reticle surrounding him will change in color from red to green. When the reticle is green, you are lined up to shoot a quick web shot by pressing the Δ button or a swinging kick (if you're in close range) by holding down on the O button. Also at close range, you are able to punch your

enemy by pressing the □ button. As punching will cause you to break your web-line, remember to re-engage your web-swing before you lose too much height. Finally, Spidey has the ability to grapple some of his opponents. When directly above one of these opponents, press Jump once (or twice if you need more height), then hold down on the Jump button to land the grapple maneuver. Once you have locked up with the enemy, you can land a few well-placed punches. Keep an eye on your height meter however, as you may be plummeting downward!

With a little practice, airborne evil-doers will no longer be safe high above the city streets.

GENERAL GAME PLAY TIPS

- In some of the levels, Spider-Man will be required to rescue civilian characters. Face the character and press the Punch/Action button to pick them up. When carrying a civilian and web swinging, Spidey can only do one swing at a time. Keep pressing the web swing button to stay in the air. Press the Punch/Action button again to put down a civilian.
- Some doors and obstacles will require the operation of a switch to get past. To activate a switch, face the panel and press the Punch/Action button.
- Some doors in the game will require a key to open them. Various enemies in the game will be holding these keys and it is Spidey's job to recover them. Once Spider-Man has a key, find the correct door and it will open automatically.
- If surrounded by a large number of thugs, use the web dome to clear them out.
- Use the double jump to leap over obstacles and access high walkways.

PAUSE MENU

Press the START button while in game to access the Pause Menu. Use the left analog stick or the directional buttons to scroll through options on the pause menu. Press the X button to select the highlighted option or press the O button to return to your game. Press the START button at any time to return to your game.



AUDIO OPTIONS

Move the left analog stick or the directional buttons up/down to scroll through the volume controls. Move the left analog stick or the directional buttons left/right to adjust the selected volume control. Press the O button to return to the Pause Menu.

RESTART LEVEL

Press the X button to restart the current level.

OPTIONS

Control Style

Press the X button to toggle between Classic or Enhanced control configurations.

Movement

Press the X button to toggle character movement between the left analog stick or the directional buttons.

Camera Mode

Press the X button to toggle between Active or Passive Camera Mode. Please note that in Passive Camera Mode the user must adjust the camera with the right analog stick.

COMBAT CONTROLS

Select this option to view the available combos, web attacks and their associated button strings. Press the O button to exit the Combat Controls list and return to the Pause Menu.

EXIT TO MENU

Press the X button to exit the current level and return to the Main Menu. You can always return to the beginning of the current level by selecting Continue in the Main Menu.

CREDITS

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NGL ARCHITECT
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NEXT GENERATION LIBRARIES (NGL)

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Michael Montague,
Krassimir Touevsky

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ADDITIONAL PROGRAMMING Asen Kovachev, Matthias Schill, Ryan Broner, Paul Edelstein

ADDITIONAL ART

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Letty Samonte, Eliot Cail-
Sirota, Diego Torrija, Casto
Vocal, Michael Wikan

ADDITIONAL SOUND DESIGN Keith Arem (POB Productions)

ADDITIONAL CINEMATICS Blur

QUALITY ASSURANCE LEAD Al Barasch, Sean Johnson

QUALITY ASSURANCE TESTERS Carlos Monroy, Ian Doss, Marc Droudian, Hans Wakelin

VOICE TALENTS

Spider-Man/Peter Parker
Tobey Maguire

Green Goblin/Norman Osborn
Willem Dafoe

Tour Guide
Bruce Campbell

Harry Osborn
Josh Keaton

Mary Jane
Cat O'Connor

Vulture
Dwight Schultz

Shocker
Michael Beattie

Scorpion
Mike McColl

Bone Saw McGraw
Jay Gordon

Dr. Stromm
Peter Lurie

Voice over recorded at
Woodholly Studios
Hollywood, CA

MUSIC

Music Composed/Conducted By

Michael McCuistion

Principle Orchestrator

Nerida Tyson-Chew

Additional Orchestration

Larry Rench

Recorded at

Smecky Studio in Prague,
Czech Republic

Engineer and Coordinator

Juraj Durovic

Music Preparation

Greg Ellis Music

Synthesizer Programming

Michael McCuistion

Music Mixer

Mark Mattson

Music Support Services

Paul Chew, Katherine Dixon,
David Wilson

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Brian Pass

Production Coordinator

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Senior Producer

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SONY PICTURES, INC.

Spider-Man

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SPIDER-MAN AND GREEN

GOBLIN CONCEPT SUITS BY

Alex Ross and Dave Williams
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BLUR STUDIO, INC.

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CG Supervisor

Aaron Powell

CG Producer

Sherry Wallace

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Asier Lavina, Marlon Nowe

Concept Work/Storyboards

Chuck Wojtkiewicz

Green Goblin Model**Courtesy of Blur Studio, Inc.****FORWARD NEVER
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PRODUCTIONS****Studio President**

Chris Hepburn

Studio Engineer

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